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CANADA

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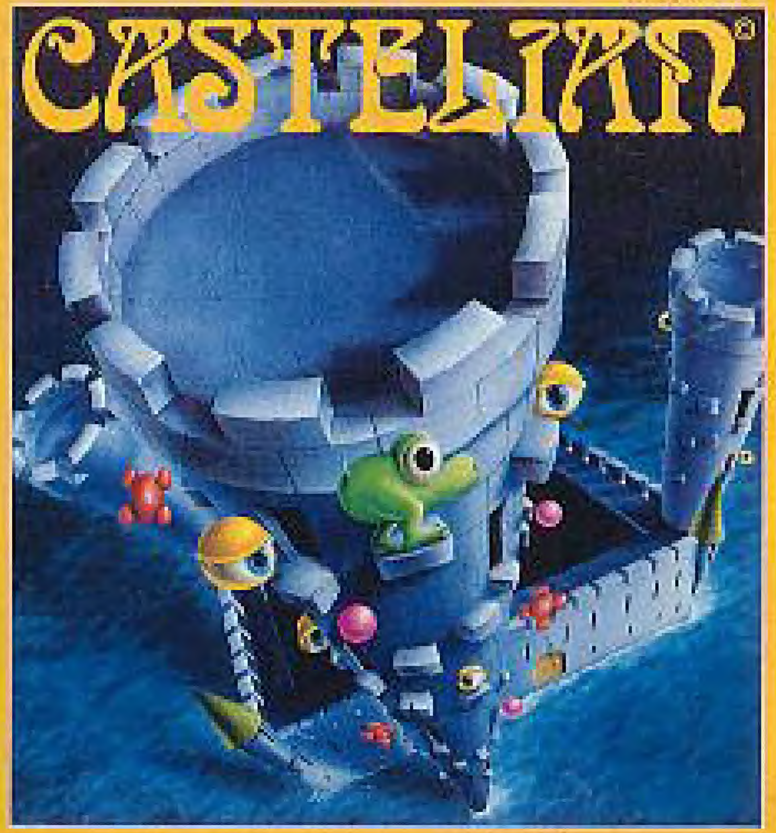
**INSTRUCTION BOOKLET**

NES-4C-USA

# CASTELIAN®



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*This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.*

## PRECAUTIONS

1. Always make sure the power is off when inserting the game pack into or removing it from the Nintendo Entertainment System.

2. This is a high-precision game pack. Avoid subjecting it to shocks or temperature extremes. Store the game pack at room temperature. Never attempt to dismantle the game pack.

3. Avoid touching the terminal connectors. Do not allow water or dirt to come in contact with the terminal connectors.

4. Do not clean the game pack with alcohol, paint thinners, benzene or other such cleaning agents.

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Nintendo ENTERTAINMENT SYSTEM®

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Tecmo ENTERTAINMENT INC.

## TOWER OF CONTENTS


| | |
|---|---|
| Just another day in Jemmerville | 4 |
| Preparing for the mission | 5 |
| Julius®, choose your options | 6 |
| The playing screen | 7 |
| Julius® in control | 8 |
| Taking on the towers | 9 |
| Julius® at the bonus level | 11 |
| Julius® knows some secrets | 12 |
| Compliance with FCC regulations | 13 |

## JUST ANOTHER DAY IN JEMMERVILLE

You're witnessing a typical sparkling, summer morning in downtown Jemmerville. Both suns have risen over the planet Centrus, where summer, of course, is the only season. And it is here, on the island nation of Jemmerville, that the most valuable centrubies, diamonds and sapphires are mined. The island's precious gem-deposits are talked about throughout the Triangulum galaxy, and they're the envy of almost every life-form in this corner of the universe.

. . .

Julius was asleep in his terrainaum when the holographic intercom sprayed out its message. It was the president of Domoloco and Sons Inc.: "Julius we have a serious situation. The governor has reported that 7 alien towers have surrounded the Island. If one more appears, the island will be completely enclosed. The neviports are almost cut off. The hyperfreighters are trapped...nothing is getting in or out."

"I've given the governor my personal promise that Domoloco and Sons would handle these towers...No one knows what they are or where they came from but I want them demolished! Now that's not too difficult a mission, is it?"

Julius slowly opened his eyes and found that the president's personal hologram - not the one of his secretary - was still activated: "Wake up, Julius, and topple that tower!"

As Julius started to say something, the hologram began to dissolve as quickly as it had appeared.



## PREPARING FOR THE MISSION

1. Make sure the POWER switch on the Nintendo Entertainment System is OFF.
2. Insert the CASTELIAN © game pack as described in your Nintendo Entertainment System instruction manual.
3. Turn the POWER switch ON.
   If you wish to change the play options (1 or 2 players, music/sound effects, novice/hero), then follow the instructions given on page 6, "JULIUS, CHOOSE YOUR OPTIONS."
4. Press the START button when you're ready to begin the mission.

## INTRODUCTORY DEMONSTRATION

If neither the START nor SELECT buttons are pushed, then the game will, after a delay of approximately 45 seconds, provide you with a brief demonstration. You may press START or SELECT at any time during this demonstration.

## JULIUS, CHOOSE YOUR OPTIONS

Before you press the START button to begin the mission, you can select the play options that Julius has at his fingertips.

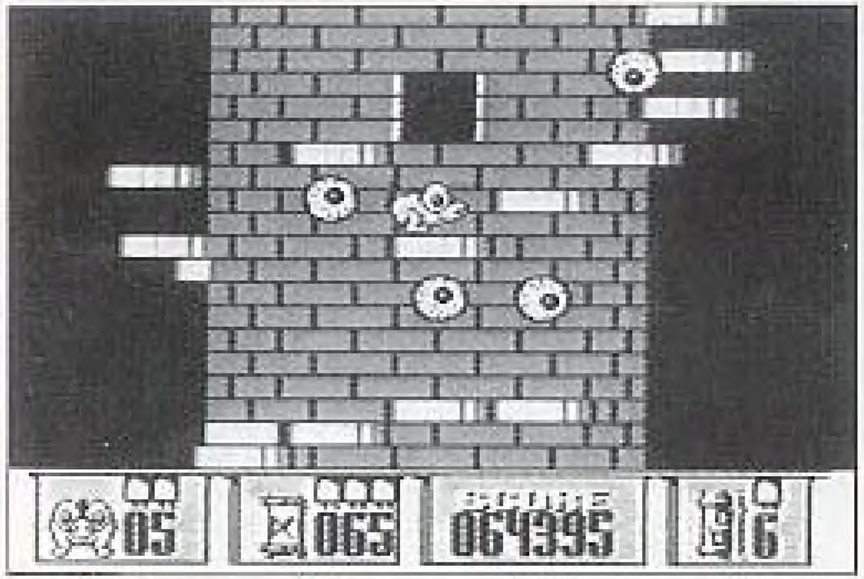
1. Press the SELECT button.

2. Use the UP or DOWN buttons to move the square marker (□) beside the option you wish to change.

3. Press the SELECT button to make your choice. You can choose between:
A) 1 or 2 player.
B) Music or sound effects
C) Novice or Hero level

4. Press the START button when you're ready to begin the game.

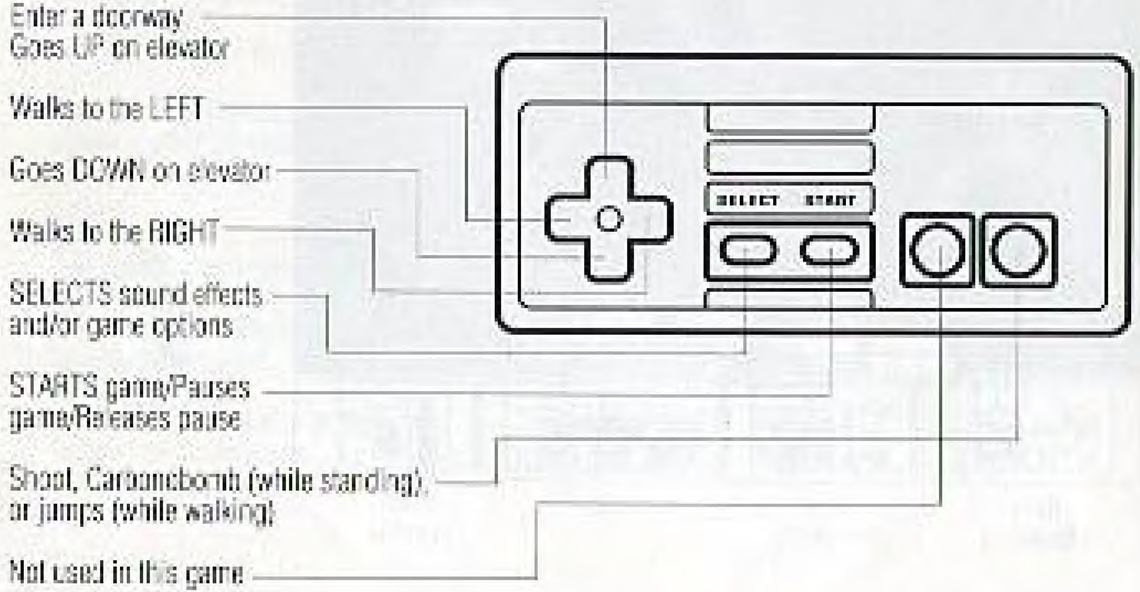
## THE PLAYING SCREEN




lives remaining | time remaining | score | tower number

## JULIUS IN CONTROL

The illustration shows you Julius' control points and the action that each button performs:






## TAKING ON THE TOWERS

There are 8 towers to be demolished before Julius can return to his Sunday snooze. You must guide Julius through to the top of each tower so he can detonate his D-Bomb (Destructo Bomb) and demolish the tower. When Julius succeeds at demolishing a tower, he is awarded bonus points for his speed and skill.

Your mission begins with Julius located at the bottom of the first tower. Use the LEFT or RIGHT buttons to move Julius from ledge to ledge. (Be careful: some ledges are very weak, and they may crumble as you walk onto them). When you arrive in front of a doorway, press UP, and Julius will walk through to the opposite side of the tower. If Julius must re-enter the tower, press UP again.

Julius makes his way up the tower by walking up stairways and by using the elevators. He can walk up the steps without you making him jump, but the powerful gravitational field of Centrus may pull him down the stairway if he stops for a rest. When Julius steps onto an elevator ledge (a brightly lit, small block) you can take him up by pressing the UP button. Quickly get Julius off the elevator, because in a few seconds the elevator will descend – even if you didn't press the down button.

## TAKING ON THE TOWERS

The trek up the sides of each tower presents unknown dangers to Julius. Some obstacles can be stunned, and others, like the orbiting Spheroids can be blown apart. But watch out, Julius! Hexalons, I-Balls, Tri-Zeroop and Metallii are all invincible. Even Carbonobombs, constructed out of a top-secret, harder-than-diamond compound, are useless against these all-powerful beings.

Julius' only defense against his adversaries is to run away or to slip into one of the doorways. Otherwise, a single touch from these deadly aliens will knock Julius off his feet. If he falls into the ocean...well, Anurian Hybrids can't swim.

Julius begins the game with 3 lives. For every 5000 points he earns (10,000 points in the HERO level), Julius will gain an extra life. But even the extra lives will not help Julius if he runs out of time. And if Julius runs out of time, so might Jemmerville. Keep Julius moving. Keep Julius alive.

## THE DEADLY OBSTACLES — TO NAME JUST A FEW

I-Balls

Hexalons

Tri-Zeroop

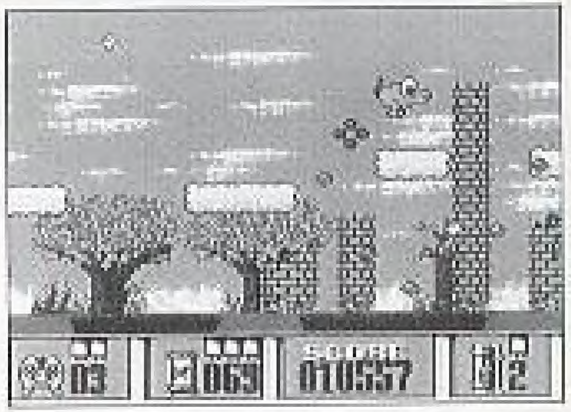
Metallii

## JULIUS AT THE BONUS LEVEL

With the crumbled remains of a tower behind him, Julius advances to the diamond-studded bonus level. Centrubiste, sapphires and diamonds - all free for the taking. The more gems he collects, the greater his bonus becomes. Julius has been told that lives which have been lost may later be restored. Time itself has been known to stop flowing in the rare atmosphere where these ultraprecious gems are found.

A few more stones, a few more clouds to hop. Carry the gems all the way to the clock tower and Julius will be awarded with extra time; the next tower may not be so easy, though.

And those pits, the bottomless ones! If Julius isn't careful about where he jumps, he'll discover that paradise has a few holes in it. Any time won may be lost. But Julius doesn't give up easily: 'Bring on the next tower!'



## JULIUS KNOWS SOME SECRETS

Julius, the Arturian Hybrid, didn't rise to the top of his class without the help of a few secrets. Here's what he learned:

1. Shoot the flashing ledges (brightly colored blocks) for extra points.
2. If Julius has to jump to a nearby ledge, position his feet as close as possible to the end of the ledge upon which he is standing.
3. In the bonus level, Julius should move as quickly as he can to reach the clock tower; he doesn't have to collect every gem he sees.



### COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient the receiving antenna.
-Relocate the NES with respect to the receiver.
-Move the NES away from the receiver.
-Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

## 90 DAY LIMITED WARRANTY

Triffix Entertainment Inc. (Triffix) warrants to the original purchaser that this Triffix Game pack (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this warranty period, Triffix will repair or replace the PAK, at its option, free of charge. Repair or replacement of the PAK, free of charge, (except for the cost of returning the cartridge) is the full extent of our liability.

To receive this warranty service:

1. Notify Triffix of the problem requiring warranty service by calling 514-737-3055. Our service department is open from 9 AM to 3PM Eastern time, Monday through Friday.

2. If the Triffix service advisor is unable to solve the problem by phone, he/she will provide you with a return authorization number (RMA) and service depot address. Simply record this RMA number on the outside packaging of your defective PAK and return your PAK, freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90 day warranty period.

This warranty shall not be applicable and shall be void if a defect in the PAK has arisen through abuse, unreasonable use, mistreatment, neglect or tampering. In addition, this warranty is not applicable to normal wear and tear. THIS WARRANTY IS IN LIEU OF ALL OTHER OBLIGATIONS, LIABILITIES, EXPRESS OR IMPLIED WARRANTIES OF TRIFFIX. IN NO EVENT WILL TRIFFIX BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES CAUSED BY THE PRODUCT OR FOR MORE THAN THE REPLACEMENT OF THE PRODUCT.

Some jurisdictions do not allow limitations on the length of an implied warranty or the exclusion or limitation of damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other rights which may vary from jurisdiction to jurisdiction.

If the PAK develops a problem requiring service after the 90 day warranty period, you may contact the Triffix service depot at the phone number noted above. If the Triffix service representative is unable to solve the problem by phone, he/she will advise you of the approximate cost for Triffix to repair or replace the PAK and provide you with a return authorization number (RMA). Record this number on the outside packaging of the defective PAK and return the defective PAK (FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE) to TRIFFIX. Remember to enclose a money order payable to Triffix Entertainment Inc. for the cost quoted to you.

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## WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Triffix Entertainment Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.



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